wherein the hit information is a force vector in the direction of hitting, the method further comprising:

moving each of the parts through a rotation moment obtained by the force vector.--

--27.   The image generation method according to claim 26, further comprising:

sequentially attenuating the magnitude of the force vector while the force vector is transmitted to each of the parts.--

--28.   The image generation method according to claim 25, further comprising:

acting a rotational resistance force on each of the parts depending on the angular velocity of each of the parts.--

--29.   The image generation method according to claim 25, further comprising:

acting a restoring force for returning an object back to a given posture on each of the parts.--

--30.   The image generation method according to claim 25, further comprising:

switching processing from a play of the object's motion based on motion data to a generation of the object's motion through the physical simulation when the object is hit.--

--31.   The image generation method according to claim 25, further comprising:

switching processing from a generation of the object's motion through the physical simulation to a play of the object's motion based on motion data when a given condition is satisfied.--

--32.   An image generation method comprising: .

playing a motion of an object formed by a plurality of parts based on motion data;

generating the motion of the object through a physical simulation; and

switching processing from a play of the object's motion based on motion data to a generation of the object's motion through a physical simulation when the object is hit.--

--33.   An image generation method comprising:

playing a motion of an object formed by a plurality of parts based on motion data;

generating the motion of the object through a physical simulation; and

switching processing from a generation of the object's motion through a physical simulation to a play of the object's motion based on the motion data when a given condition is satisfied.--

--34.   The image generation method according to claim 33, further comprising:

switching processing from the generation of the object's motion through the physical simulation to the play of the object's motion based on the motion data, in at least one of cases where a given time period has elapsed after the object has been hit and where a parameter relating to the object reaches a given value.--

--35.   The image generation method according to claim 32, further comprising:

causing the object to perform a connecting motion which connects a motion generated by the physical simulation with a motion played based on the motion data.--

--36.   The image generation method according to claim 33, further comprising:

causing the object to perform a connecting motion which connects a motion generated by the physical simulation with a motion played based on the motion data.--

REMARKS

Claims 1-36 are pending in this application. By this Amendment, new claims 25-36 are added. Reconsideration in view of the above amendments and following remarks is respectfully requested.